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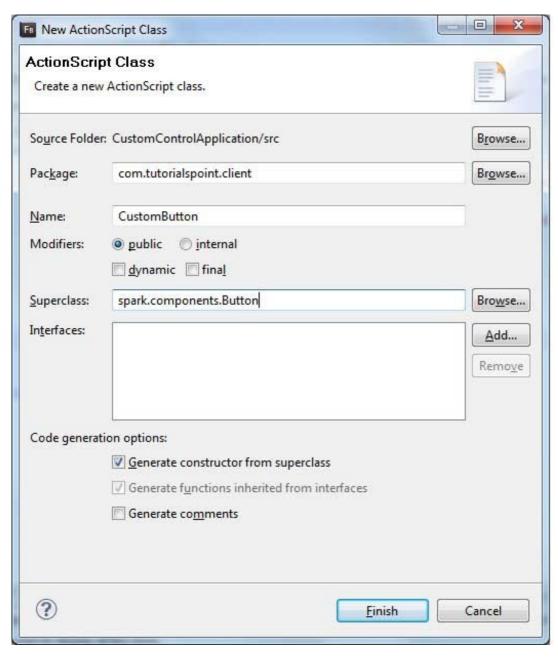
http://www.tutorialspoint.com/flex/flex\_custom\_controls.htm

Flex provides two ways to create custom components.

- Using ActionScript
- Using MXML

## **Using ActionScript**

You can create a component by extending existing component. To create a component using Flash Builder, Click on *File > New > ActionScript Class*. Enter the details as shown below.



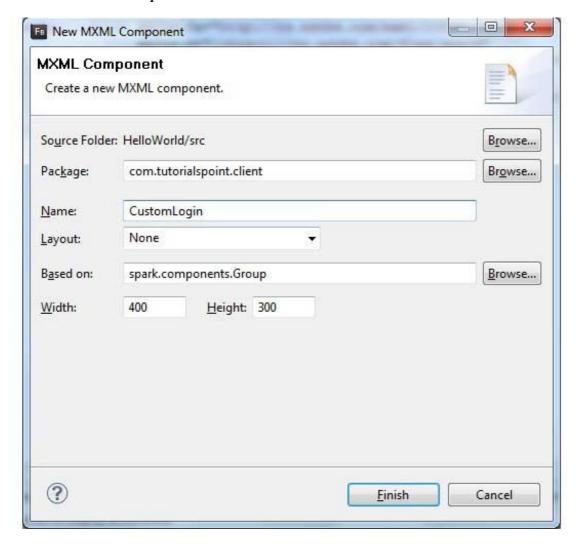
Flash Builder will create the following CustomButton.as file.

```
package com.tutorialspoint.client
{
  import spark.components.Button;
```

```
public class CustomButton extends Button
{
    public function CustomButton()
    {
        super();
    }
}
```

## **Using MXML**

You can create a component by extending existing component. To create a component using Flash Builder, Click on *File > New > MXML Component*. Enter the details as shown below.



Flash Builder will create the following CustomLogin.mxml file.

```
<?xml version="1.0" encoding="utf-8"?>
<s:Group xmlns:fx="http://ns.adobe.com/mxml/2009"
    xmlns:s="library://ns.adobe.com/flex/spark"
    xmlns:mx="library://ns.adobe.com/flex/mx"
    width="400" height="300">
</s:Group>
```

Let us follow the following steps to test custom controls in a Flex application:

Step	Description

1	Create a project with a name <i>HelloWorld</i> under a package <i>com.tutorialspoint.client</i> as explained in the <i>Flex</i> - <i>Create Application</i> chapter.
2	Modify <i>HelloWorld.mxml</i> as explained below. Keep rest of the files unchanged.
4	Create <i>CustomLogin.mxml</i> and <i>CustomButton.as</i> component as explained above. Modify these files as explained below. Keep rest of the files unchanged.
3	Compile and run the application to make sure business logic is working as per the requirements.

Following is the content of the modified mxml file src/com.tutorialspoint/client/CustomLogin.mxml.

```
<?xml version="1.0" encoding="utf-8"?>
<s:Group xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns:s="library://ns.adobe.com/flex/spark"
  xmlns:mx="library://ns.adobe.com/flex/mx" width="400" height="300">
      <s:FormItem label="UserName:">
         <s:TextInput width="200" />
     </s:FormItem>
      <s:FormItem label="Password:">
         <s:TextInput width="200"
           displayAsPassword="true" />
      </s:FormItem>
      <s:FormItem>
         <s:Button label="Login" />
      </s:FormItem>
   </s:Form>
</s:Group>
```

Following is the content of the modified mxml file src/com.tutorialspoint/client/CustomButton.as.

```
package com.tutorialspoint.client
{
   import spark.components.Button;

   public class CustomButton extends Button
   {
      public function CustomButton()
      {
            super();
            this.setStyle("color","green");
            this.label = "Submit";
        }
   }
}
```

Following is the content of the modified mxml file src/com.tutorialspoint/client/HelloWorld.mxml.

```
asPanel.addElement(customButton);
     ]]>
  </fx:Script>
  <s:BorderContainer width="630" height="480"
     styleName="container">
     <s:VGroup width="100%" height="100%" gap="10"
        horizontalAlign="center" verticalAlign="middle">
           fontSize="40" color="0x777777" styleName="heading"/>
        <s:Panel title="Using MXML Component" width="400" height="200">
           <client:CustomLogin>
            </client:CustomLogin>
        </s:Panel>
        <s:Panel title="Using AS Component" width="400" height="100">
           <s:VGroup
              horizontalAlign="center" verticalAlign="middle">
           </s:VGroup>
        </s:Panel>
     </s:VGroup>
  </s:BorderContainer>
</s:Application>
```

Once you are ready with all the changes done, let us compile and run the application in normal mode as we did in <u>Flex - Create Application</u> chapter. If everything is fine with your application, this will produce following result: [ <u>Try it online</u> ]

